



Heather Purcell

Portfolio 2022

Heather Purcell

CURATION

- 10.01-30.05.2022 The Social Pleasure Center
Social Installation, Fortuna, Berlin,
- 27.- 28.10.2021 Racing Bodies, Raving Minds, Lecken
A Festival, Renate Garden, Berlin
- 01-03.09.2020 Community Standards: Canceled 2020, Lecken
Publication and Opening James Gallery, Berlin

EXHIBITION AND PERFORMANCE

- 19.05.2022 RaveFitness
Hope: An Immersive Experience, Else, Berlin
Previous performances: Silent Green, Renate, Haus der Statistik
- 05.12.2021 Smooth Pursuit - Social Pleasure Center on Wheels Decks and Hoops
Future and Resilience Festival, Heiz Haus, Berlin
- 19.08.2021 HOOP DREAMS – another sport is possible, with Caitlin Fisher and Maria Scaroni,
Gallery Wedding, Berlin
- 16.01.2021 An Endless Dance, Talk and Performance
TanzTage Sophiensaele, Berlin
- 18.01.2020 »Wiedersehen mit der eigenen Arbeit« mit »Spielklub Kulmer Straße«
Performance, NGBK Neues Gesellschaft für Bildene Kunst, Berlin
- 16.11-19.01.2020 Spielclub Oranienstraße 25,
NGBK Neues Gesellschaft für Bildene Kunst, Berlin

ARTIST TALKS AND FACILITATION

- 05.2022 'The Spill'
Five day Lab with Maria Scaroni,
Fortuna, Berlin
- 26.02.2022 'zu Community basierter Kunst'
A panel about artist practise embedded within community.
Neue Nachbarschaft/Moabit Gallery, Berlin
- 18.-20.09.2021 'Expanding the Rave', Artistic Facilitation
UNTITLED Festival – Creating an Agenda for Transformation, Helsinki
- 15.-18. 01.2020 Re-enactment as an Artistic Method of Re-reading Artistic-Educational History'
with Claudia Hummel. Seminar Berlin University of the Arts and NGBK



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Language knowledge:

English First Language

Deutsch: C1

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GRANTS AND AWARDS

- 2022 Sonderförderprogramm für Absolvent:innen staatlicher Kunsthochschulen
- 2022 PACT Zollverein: TakeHeartResidency
- 2021 Neustart Kultur, Uncertainties Unite, Ponderosa,
- 2021 Draußenstadt, Racing Bodies, Raving Minds
- 2021 Draußenstadt, Education Hub - Lecken Youth Program, Haus der Statistik
- 2020 Stipendium aus dem Sonderprogramm der Senatsverwaltung für Kultur

RESIDENCIES

- 05-06.2022 Radical Playgrounds
PACT: TakeHeart Residency
- 01-26.08.2022 Co-operation Residency with Studio Futura
Sonderförderprogramm, Berlin
- 1-10.10.2021 Uncertain Unities
Ponderosa, Lunow-Stolzenhagen
- 17.04-01.05.2021 The Social Pleasure Centre,
Heizhaus, Berlin

EDUCATION

- 2016-2019 MA Art In Context, University of the Arts Berlin,
- 2007 - 2010 BA (Hons) Fine Art, Glasgow School of Art, UK
Awarded the Friends of Glasgow University of the Arts Award.

PRESS

Interview about Social engaged art with <https://kultur-mitte.de/ich-verstehe-mich-als-facilitator-heather-purcell-im-portraet/>

Interview about Spielclub the Guardian: <https://www.theguardian.com/cities/2020/jan/01/we-want-a-new-mayor-inside-the-berlin-city-game-for-children>

Interview about Ravefitness with Kultur Mitte: <https://www.kultur-mitte.de/magazin/wie-%C3%A4uft-es-nicht-mit-corona-iii>

Interview with Mateusz Szymanówka curator of Tanztage: <https://taz.de/Tanztage-Kurator-ueber-Coronazeiten/15738201/>

Social Pleasure Center 2022

Smooth Pursuit - Social Pleasure Center on Wheels Decks and Hoops
Future and Resilience Festival, Heiz Haus, Berlin

Social Pleasure Centre - somatic community centre, a social space loosely based on the anarchists concept of the social centre that exists independently of the state. By hosting a programme of somatic experiences, workshops, ritual and readings for organisers, thinkers, activists, care it offers a space for people to recover and reflect. Social Pleasure Centre invites movement within public spaces, developing body based practices to reclaim and explore urban space collectively

An Overview of our weekly program can be found in our Telegram group: (<https://t.me/ravefitness>)

Opposite are images of a performance we did in HeizHaus, I introduced a game called Broom Hockey which became a choreography combined within a broader installation, of multi-focused activity, weaved together with practices lead by Caitlin Fisher and Maria Scaroni, For me this is like a mapping of how to occupy and play in space, to create a playground, which is neither in a club nor in a dance class but rather something temporary which emerges. I was inspired by 'Learning to Labour: How Working Class Kids Get Working Class Jobs'¹ which reflects on play as a tool of resistance used by working class teenagers in school to hold off boredom and get through the school day, and by 'We Are 'Nature' Defending Itself: Entangling Art, Activism and Autonomous Zones'² which uses a similar technique on a larger scale in ZAD Zone to Defend (French: zone à défendre) to a militant occupation that is intended to physically blockade a development project mobilising 1000's of people to playfully resist the state.

1 Learning to Labour: How Working Class Kids Get Working Class Jobs, Paul Willis. 1977, Saxon House (UK), Columbia University Press (US)

2 We Are 'Nature' Defending Itself: Entangling Art, Activism and Autonomous Zones. Isabelle Fremeaux. Jay Jordan. 2021 Vagabonds Press.





Social Pleasure Center 2022

Collage of the Social Pleasure Center's Labs From January until May 2022, including Emotional CPR, Dance Aesthetics and The Spill

Racing Bodies Raving Minds, bÄsh

Performance with Marc Lohr, Renate Garden, 2021, Berlin

'bÄsh is the multisensorial meeting space of heather purcell and marc lohr where pen strokes are interwoven with sound waves and your ears start seeing (sexy) little creatures that bring polyrhythmic harmony to your eyes.'

I like to juxtapose images against each other in a process I think of as video mapping. When I make 'art'work, I look longingly at bigger urban spaces asking myself how would we use it? I layer videos of Berlin's rapidly disappearing, disused spaces, they are like a call for action as such perfect locations for gathering with multiple intensions and logics for temporary chaos, to be lost in a state of play.

I grew up in a Periphery of a city and we had vast amounts of urban space as our play ground. Closed down shipyards, empty building endless overgrown disused spaces. We played games where it was possible to forget the adult world existed at all mostly chasing each other building swings and dens, sometimes we'd sneak back out at night to continue our adventures because the days simply were not long enough. This created the added excitement of hiding from the police.

When I organise raves, I feel like I am reliving or continuing this memory we seek out similar abandoned spaces that are off the grid to throw parties undetected. Scouting for spaces means looking at the map then cycling to every space that looks like it could go undetected. When we find a good spot we turn them into our playgrounds for 24 hours. This practise gives me a feeling of ownership over the city as my playground.





'HOOP DREAMS: another sport is possible

Galerie Wedding, Berlin // interactive team movement in public plaza (Aug 2021)

<http://galeriewedding.de/hoop-dreams-another-sport-is-possible/>

RaveFitness, 2020- 2021

open spaces in Berlin, Silent Green, Renate, Heiz-Haus, Else

RaveFitness is a high-intensity choreography, that remixes moves and sequences from ThaiBo, aerobics and martial arts into a fast-paced blend. The choreography itself takes place for one hour to 160BPM music (techno, gabber, dub step, happy hardcore, trance, footwork) though sometimes it can be preceded by a self-defense tutorial, extending the class to one and a half or sometimes even two hours. Participants follow the choreography in synchronicity, interrupted only by intermissions in which individuals are called upon to punch and kick boxing pads. The whole sequence builds up along a sharp energy curve that engages the whole sensory system, culminating in a physically demanding and ecstatic climax.

Where space and equipment allow, there is also a live DJ.

RaveFitness allows and encourage queer folks to learn how to de-escalate conflict, protect themselves in public space and generally feel more empowered through bodywork.

This practice takes place in public spaces accessible to everyone. The temporary occupation of urban spaces (such as parks, wastelands, underused urban leftovers) reclaims the fundamental idea of collectivity and community. The merit of a synchronized workout includes the feeling of collective attunement and increased confidence and trust in the social body as well as one's own. The individual blends into the collective as a unique body. Experiences such as these are of particular significance to survivors of violence, harassment, abuse and other adverse childhood and youth experiences, as so many queer folks have experienced.

Video of RaveFitness live stream March 26th 2021.
https://www.youtube.com/watch?v=e3IWXw_kfPA

Press:
https://cdn.siegressaeule.de/documents/2109167sis_07_20.pdf



Spielclub Oranienstraße 25,

Neues Gesellschaft für Bildene Kunst,
16. November 2019-19. Januar 2020

The »AG Spielumwelt« [PlayEnvironment project group] existed at the nGbK (formerly NGBK) from 1969 to 1972. Its founding ideal was to develop artistic practices with and for children, so as to raise critical awareness of capitalism's effects. Instead of the illusions the toy industry promised, children were to build a realistic play environment – a space where they would acquire self-confidence enough to handle the challenges of everyday life. So a loft space was rented at Kulmerstr. 20a in Berlin-Schöneberg and, over the following months, artists and children from the neighbourhood met in this so-called »Spielklub« [PlayClub], to build a model city. There was a bank, a theatre, a hotel, a wholesaler's, a kindergarten, a waffle stand, a photography studio, Maier's wallpaper shop and a boxing ring. Money was printed – the »Kulmer Mark« – and from this moment on, the kids called their Spielklub »Das Fest« [The Party].

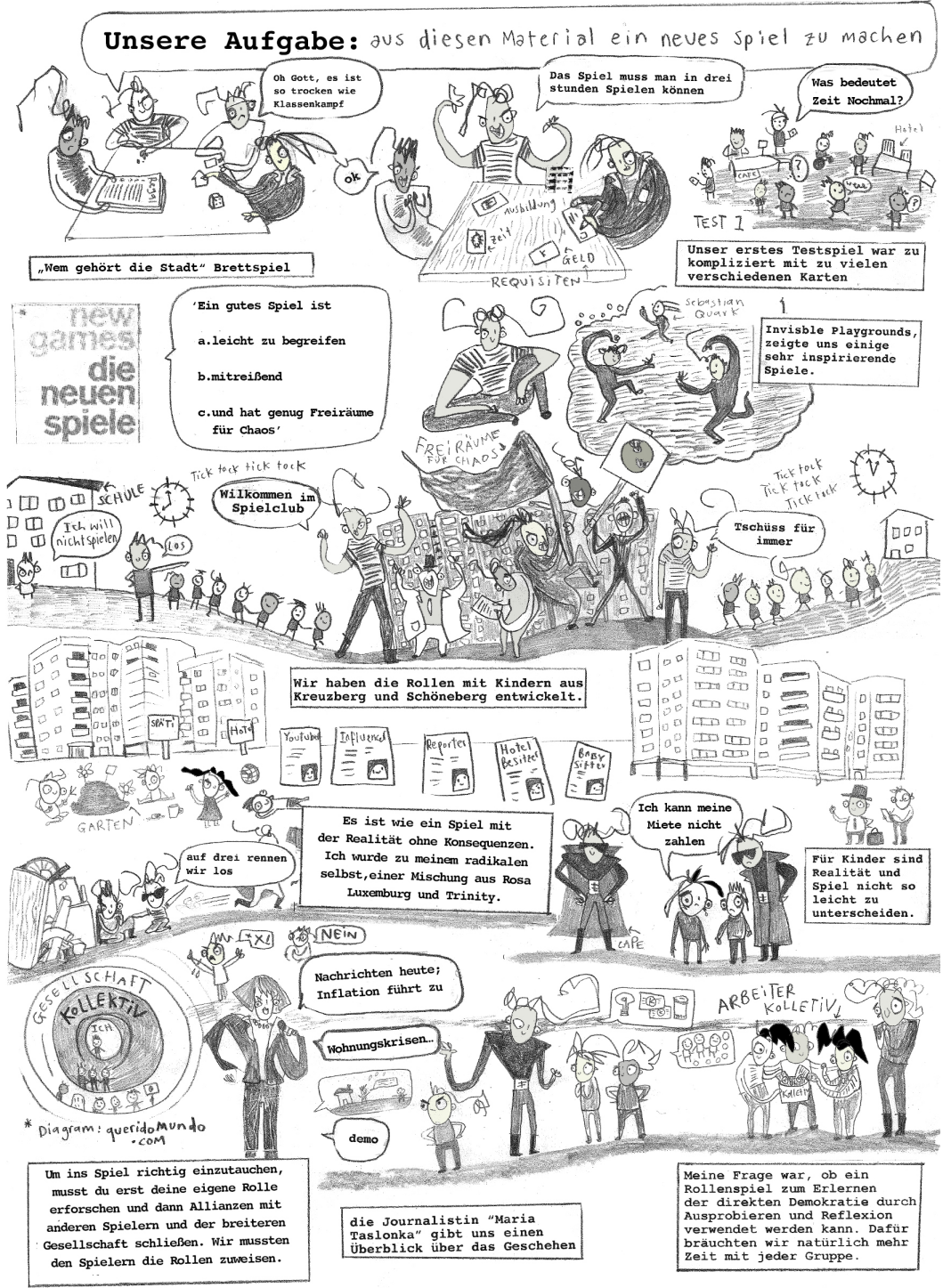
The revival of the »Spielklub Kulmer Strasse« takes the form of a 2-month experimental set-up, the »Spielklub Oranienstrasse 25«, for which the nGbK exhibition space will be transformed into a symbolic model of the Oranienstrasse. Local school classes will spend PlayDays there, devising ways to deal with current urban development issues in Berlin and, more specifically, in the Oranienstrasse, for example, housing policy, rent levels and participation in movements for social change.

A parallel exhibition will examine the historic »Spielklub Kulmer Strasse« and the broader discursive framework of the 1970s in which it articulated its aims.

Opposite is a drawing based on a Live drawing Performance I did in the NGBK reflecting upon the re-enactment of the original Spielclub. The Image will be published in Berliner Heft later this year.

<https://www.tagesspiegel.de/berlin/kreuzberger-kunstprojekt-die-gespielte-stadt/25425100.html>

<https://www.theguardian.com/cities/2020/jan/01/we-want-a-new-mayor-inside-the-berlin-city-game-for-children>



Spielclub Oranienstraße 25,

Interview January 1st 2020 on "The Guardian"

Played in rounds, the game quickly becomes tense. Students playing the "landlord" role collect rent from the other participants - and just as in real life, as rents rise, some of the "tenants" struggle to afford their apartments. One game with a class of 7- and 8-year-olds led to anxiety, says Heather Purcell, one of the game guides. "That's very stressful for them. The rent feels like a real problem. So you can see them experience it and they come to you like, 'What do I do with this problem?'" she says.

For kids with little, if any, experience of real money, financial strain led to some interesting responses. When one student playing a nurse faced eviction, better-paid workers decided to pool their money to pay for everyone's rent together. "Often, if they're working with their friends, they think of a collective solution," Purcell says. "I think kids come to that quicker than grown-ups."



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Nate Berg in Berlin

Wed 1 Jan 2020 10:00 GMT



'We want a new mayor!': inside the Berlin city game for children



The game recreates a project that ran in Berlin from 1969-72 in which kids created a small model city and operated mock shops, school spaces and civic institutions. Photograph: AG Spielumwelt / NGBK, 1970/71

Built as a microcosm of Berlin, the game gives kids a chance to try out different roles in city life - and provides a testbed for ideas on real urban challenges

The landowner and the mayor had been meeting - secretly, it seems - and new plans had been hatched to develop an empty plot of land into an apartment tower. Their goal was to offset a housing shortage, but the plan was unwelcome news to many community members: they'd been rallying to turn the long-vacant space into a community garden.



At a town hall meeting, they were livid. "You only want to make money," one person called out to the landowner. Another grabbed the microphone and yelled, "We want a new mayor!" The room broke into cheers.

This scene of municipal discontent, not unfamiliar in public hearings the world over, played out among a group of 13- and 14-year-old Berlin students. Their "town hall" was the back corner of an art gallery, and the

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Ukraine launches su... counterattack in Kha... region



Live Russia-Ukraine Putin threatens to 'fr... west by cutting oil an... supplies if EU impos... cap - live



Tyre Extinguishers c... more than 600 SUVs 'disarmed' in one nig